Setting up Firebase Core

<https://github.com/myflashlab/Firebase-ANE/wiki>

<https://github.com/myflashlab/Firebase-ANE/wiki/A.-Get-Started>

<https://github.com/myflashlab/Firebase-ANE/wiki/B.-Realtime-Database>

First set up a new firebase project

<https://console.firebase.google.com/?pli=1>

aroutine-644fc

Once you click on “create” you will enter the Welcome to Firebase page.

At the top of the page in the blue section are 3 circles. The middle circle is used to

“Add Firebase to your Android app”

Register app…

Android package name: air.com.site.”YourAppName”

App nickname: ~~~Optional~~~

Download google-services.json

Then add the json to your root directory

/\*

If you are using ANELAB to set up this ANE then you also need to set up Firebase for an iOS app so that you can get the GoogleService-Info.plist file as this is required by ANELAB

Gradle instructions

Alternatives:

Unity

C++

The Google services plugin for Gradle loads the google-services.json file you just downloaded. Modify your build.gradle files to use the plugin.

Project-level build.gradle (<project>/build.gradle):

buildscript {

dependencies {

// Add this line

classpath 'com.google.gms:google-services:3.2.0'

}

}

App-level build.gradle (<project>/<app-module>/build.gradle):

dependencies {

// Add this line

compile 'com.google.firebase:firebase-core:11.8.0'

}

...

// Add to the bottom of the file

apply plugin: 'com.google.gms.google-services'

includes Analytics by default help\_outline

Finally, press "Sync now" in the bar that appears in the IDE:

\*/

So … you will notice that you don’t have and can’t find a copy of the firebaseCore.ane file. You will need to generate the ANE file with the use of the AneMaker-V5.1.1.air Installer Package that was included in the myFlashLabs / ANEs / firebase / core folder that Ellertson provided.

To run Firebase Core you need the following dependencies….

Find the Android dependencies on [this branch](https://github.com/myflashlab/common-dependencies-ANE/tree/f43d0e760a79efcf36ed6846df50bce93dfee0b4). The master branch may have newer versions of these files but if you are building for the specified version number, you will need this specific branch. And download the iOS frameworks [from here](https://dl.google.com/firebase/sdk/ios/4_6_0/Firebase-4.6.0.zip).

**firebaseCore.ane**

| **On the Android side** | **On the iOS side** |
| --- | --- |
| androidSupport.ane V26.0.2 | overrideAir.ane V5.1.0 |
| overrideAir.ane V5.1.0 | FirebaseAnalytics.framework |
| firebase\_common.ane V11.6.0 | FirebaseCore.framework |
| firebase\_iid.ane V11.6.0 | FirebaseCoreDiagnostics.framework |
| googlePlayServices\_base.ane V11.6.0 | FirebaseNanoPB.framework |
| googlePlayServices\_basement.ane V11.6.0 | FirebaseInstanceID.framework |
| googlePlayServices\_tasks.ane V11.6.0 | GoogleToolboxForMac.framework |
| googlePlayServices\_appinvite.ane V11.6.0 | nanopb.framework |

Found at <https://github.com/myflashlab/common-dependencies-ANE/tree/f43d0e760a79efcf36ed6846df50bce93dfee0b4>

In your .fla you need to go into your Publish Setting and then your AIR for Android Settings. Then click on the Permissions tab and select the following Permissions:

INTERNET

WAKE\_LOCK

ACCESS\_NETWORK\_STATE

Then run your .fla to set up your .xml manifest with all the current information….

Open you manifest .xml file and add / verify the following code…. Make sure to pay attention to the areas that say to change the first part of some of the code to your Android Package Name that you created during the Google Firebase setup (above)

<!--

FOR ANDROID:

-->

<manifest android:installLocation="auto">

<uses-permission android:name="android.permission.INTERNET" />

<uses-permission android:name="android.permission.ACCESS\_NETWORK\_STATE"/>

<uses-permission android:name="android.permission.WAKE\_LOCK"/>

<!--

Required by firebase\_iid.ane

Change "air.com.doitflash.firebaseCore" to your own app package name

-->

<uses-permission android:name="com.google.android.c2dm.permission.RECEIVE" />

<permission android:name="air.com.doitflash.firebaseCore.permission.C2D\_MESSAGE" android:protectionLevel="signature" />

<uses-permission android:name="air.com.doitflash.firebaseCore.permission.C2D\_MESSAGE" />

<application>

<activity>

<intent-filter>

<action android:name="android.intent.action.MAIN" />

<category android:name="android.intent.category.LAUNCHER" />

</intent-filter>

<intent-filter>

<action android:name="android.intent.action.VIEW" />

<category android:name="android.intent.category.BROWSABLE" />

<category android:name="android.intent.category.DEFAULT" />

<!-- Change "air.com.doitflash.firebaseCore" to your own app package name -->

<data android:scheme="air.com.doitflash.firebaseCore" />

</intent-filter>

</activity>

<!--

Required by the firebase\_common.ane

Change "air.com.doitflash.firebaseCore" to your own app package name

-->

<provider

android:name="com.google.firebase.provider.FirebaseInitProvider"

android:authorities="air.com.doitflash.firebaseCore.firebaseinitprovider"

android:exported="false"

android:initOrder="100" />

<service

android:name="com.myflashlab.firebase.core.MyFirebaseInstanceIdService"

android:exported="true">

<intent-filter>

<action android:name="com.google.firebase.INSTANCE\_ID\_EVENT"/>

</intent-filter>

</service>

<!-- Required by the googlePlayServices\_basement.ane -->

<meta-data

android:name="com.google.android.gms.version"

android:value="@integer/google\_play\_services\_version" />

<!--

Required by firebase\_iid.ane

Change "air.com.doitflash.firebaseCore" to your own app package name

-->

<receiver

android:name="com.google.firebase.iid.FirebaseInstanceIdReceiver"

android:exported="true"

android:permission="com.google.android.c2dm.permission.SEND" >

<intent-filter>

<action android:name="com.google.android.c2dm.intent.RECEIVE" />

<category android:name="air.com.doitflash.firebaseCore" />

</intent-filter>

</receiver>

<receiver android:name="com.google.firebase.iid.FirebaseInstanceIdInternalReceiver" android:exported="false" />

<service android:name="com.google.firebase.iid.FirebaseInstanceIdService" android:exported="true">

<intent-filter android:priority="-500">

<action android:name="com.google.firebase.INSTANCE\_ID\_EVENT" />

</intent-filter>

</service>

<!-- Required by googlePlayServices\_base.ane -->

<activity android:name="com.google.android.gms.common.api.GoogleApiActivity"

android:theme="@android:style/Theme.Translucent.NoTitleBar"

android:exported="false"/>

</application>

</manifest>

<!--

FOR iOS:

-->

<InfoAdditions>

<!--iOS 8.0 or higher can support this ANE-->

<key>MinimumOSVersion</key>

<string>8.0</string>

</InfoAdditions>

<!--

Embedding the ANE:

-->

<extensions>

<!--

Download the dependency ANEs from https://github.com/myflashlab/common-dependencies-ANE

-->

<extensionID>com.myflashlab.air.extensions.dependency.firebase.common</extensionID>

<extensionID>com.myflashlab.air.extensions.dependency.firebase.iid</extensionID>

<extensionID>com.myflashlab.air.extensions.dependency.googlePlayServices.appinvite</extensionID>

<extensionID>com.myflashlab.air.extensions.dependency.googlePlayServices.base</extensionID>

<extensionID>com.myflashlab.air.extensions.dependency.googlePlayServices.basement</extensionID>

<extensionID>com.myflashlab.air.extensions.dependency.googlePlayServices.tasks</extensionID>

<extensionID>com.myflashlab.air.extensions.dependency.androidSupport</extensionID>

<extensionID>com.myflashlab.air.extensions.dependency.overrideAir</extensionID> <!-- Required for iOS and Android -->

<!-- And finally embed the Firebase core ANE -->

<extensionID>com.myflashlab.air.extensions.firebase.core</extensionID>

</extensions>

-->

Import to AS3 code with …

import com.myflashlab.air.extensions.firebase.core.Firebase;

then just call it…

Firebase.init();

**NOTE 3:** If you are trying to enable DynamicLinks in your app, you need to pass true to the Firebase init method. Firebase.init(true);

Then add the following to your app manifest document… make sure to make the changes to your own app package name that you used in the creation of the firebase app registration